



Salina

Parks & Recreation

ADULT SOFTBALL RULES & REGULATIONS 2014

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All rules & interpretations will be covered under Amateur Softball Association (ASA) with the following emphasis and exceptions listed below. The Athletic Supervisor and the Adult Softball Committee set the rules and reserve the right to interpret the rules in the best interest of the Salina Parks & Recreation Adult Softball League.

1. **Organization:** Leagues will be organized by the Salina Parks & Recreation Office. Leagues shall consist of six teams playing a 10-game schedule, when possible.
2. **Team Eligibility:** Teams inside and outside the City of Salina are welcome to participate in Salina Parks & Recreation leagues.
3. **Player Eligibility:** Participants must be 16 years old to play. Any person declared ineligible for age purposes will be ineligible for the remainder of the season and the following year.
4. **Team Rosters:** All team managers shall file a roster listing the players' first and last names, address & phone number. The roster must be submitted to the Recreation Office by the entry deadline. All roster changes must be done through the Recreation Office.
 - a) **Player Restrictions:** A player may play on more than one (1) team. However, that player will not be allowed to play on more than one team in the same league. All players must be listed on the official roster of each team. No player will be allowed to return to a team once his name has been removed from the roster. (A season begins with the first game in which a person plays).
 - b) **Minimum Players:** Teams must carry a minimum of **12** players on their roster.
 - c) **Maximum Players:** Teams may carry a maximum of 18 players on their roster. More than 18 players must be approved by Athletic Supervisor.
 - d) **Adding Players:** Names may be removed and others substituted at no charge before the first game. From games 1-5, players may be added and dropped, but must be added to the official roster in the Recreation Office before that player can participate. After the 5th game, no changes can be made to the roster (in double header leagues, no changes can be made after the 6th game).
 - e) **Transferring Players:** Transfers from one team to another in the same league will not be permitted.
 - f) **Ineligible Players:** Any team playing a player who is ineligible in any way will forfeit all games in which that player participated.
5. **Game Schedules:** Once a game is scheduled, it will be played according to the date, time and place listed. No postponements or changes in the schedule will be allowed unless made by the Athletic Supervisor due to facility availability or inclement weather.

6. Game Time:

- a) **Lineups:** A lineup must be presented to the scorekeeper at least (5) FIVE MINUTES before game time.
- b) **Minimum Players:** Teams failing to field (7) seven players at the scheduled starting time will forfeit the game. If a team has at least seven players present at game time, the game must be started on schedule. Under no circumstances will a team forfeit a game for failing to finish the game with the same number of players they started with. A team must have seven players to continue to play.
- c) **Pick-up Players:** Teams are permitted a maximum of 2 non-rostered pick-up players in order to make a full line-up. These players must be eligible rostered players. At the umpire's pre-game conference, both team managers must be in agreement to allow the pick-up player(s) to play. Once the consent is made and recorded in the scorebook by the scorekeeper, no eligibility protests concerning the pick-up player(s) will be allowed.
- d) **Time:** Game time begins on the first pitch of the game which must be recorded in the scorebook.
- e) **Automatic Outs:** Automatic outs will not be charged for a team playing with less than a full line-up.
- f) **Adding Players:** Only until the 3rd complete inning may additional players up to a total of 10 be added to the bottom of the line-up. No additional players may be added after the 3rd complete inning.
- g) **Maximum Players:** A team may start the game with 10 or 11 (if the EP is used) players.
- h) **Forfeited Games:** The time reserved for forfeited games belongs to those who showed. They may use the diamond for practice or for a "pick up" game. If requested, officials shall work such a game and shall call the game 10 minutes before the scheduled starting time of the following game.
- i) **Rain-out Games:** Rain-out games will be rescheduled as diamonds and schedules permit.
- j) **Regulation Games:** Games that are not considered regulation (4.5 innings if home team is ahead) shall be replayed from the beginning. Original lineup may be changed when the game is replayed.

7. Game Officials:

- a) **Uniform:** All umpires shall wear uniforms as designated by the Salina Softball Umpires Association.
 - b) **Control:** The official scorekeeper and the umpire(s) shall be in complete charge of the game.
 - c) **Time Limit:** The umpire(s) will be in charge of the 55 minute time limit on the field. He or she will announce the start time, which in turn will be written down in the score book by the scorekeeper.
 - d) **Substitutes:** Officials shall be furnished for all league games. In those games that two umpires are assigned and one fails to report, the other umpire shall work the game from whatever position he feels he can best control the game. In games which one official is assigned and he fails to report, a substitute official shall be assigned by the field supervisor or scorekeeper, upon agreement of both managers.
8. **Game Length:** No new inning shall start after 55 minutes or 7 innings from the recorded starting time unless the teams are tied. If tied, the game shall continue until a winner is declared.
9. **ASA Run Rule:** 20-run rule shall be in effect after the completion of three innings (2.5 if home team is ahead), 15 after 4 innings (3.5 if home team is ahead) or 10 after five innings (4.5 if home team is ahead).
10. **Field Dimensions:** Base lengths will be **'70 feet (Men, Women's, Coed) and '65 feet (45+ only)**. Pitching distance will be 50 feet.
11. **Dugouts & Balls:** First team listed on the schedule shall be the "Home Team" who occupies 3rd base dugout.
12. **Balls:** Teams will hit their own game balls, which must be the official size, weight, and good quality.
- a) **Men's Slow-Pitch:** Must use an optic colored 12" ASA stamped **.52 COR, 300lbs compression**.
 - b) **Women's Slow-Pitch:** Must use an optic colored 11" ASA stamped **.44 COR, 375lbs compression**.
 - c) **White Softballs:** White colored covered softballs are no longer legal in ASA play.
 - d) **Non-Approved Ball List:** The ASA Non-Approved Ball List is followed www.eteamz.com/kansasasa1/
13. **Bats:** All ASA bats must have the 2000, 2004 or 2013 ASA stamp and not located on the ASA Bat Ban List. The list is located at www.eteamz.com/kansasasa1/ or www.salina-ks.gov (Subject to change at any time!) **Only 2013 Stamped USSSA bats are allowed in league play. No other USSSA bats allowed.** All bats shall be smooth, free of dents, burrs and visible cracks, and be free of audible rattles when shaken.
14. **Shoes:** No metal spikes or cleats. Refusal to remove their metal cleats will be ejected from the game and facility.

15. **Uniforms:** Shirts, shorts or pants and shoes must be worn. Recreation leagues do not require uniforms that are alike. Absolutely no derogatory wording on uniforms!
16. **Pitching Delivery:** The pitcher must deliver the ball with at least one foot on the rubber with a perceptible arc and reach a minimum of six (6) and maximum of ten (10) feet from the ground.
17. **Batting Count:** All batters will step into the box with a 1 ball and 1 strike count; no extra foul ball.
18. **Protests:** Protests must be submitted to the Recreation office no later than 24 hours after the alleged violation (Friday games must be submitted Monday). Protests must be in writing and accompanied by a \$25.00 protest fee that will be returned if the protest is upheld, but forfeited if not allowed. The plate umpire and scorekeeper must be notified the remainder of the game is being played under protest. Eligibility protests may be filed any time up to 24 hours after completion of the final league game.
19. **Grievances:** All protests, grievances, rule interpretations and issues must be submitted in writing to the Athletic Supervisor (judgment calls are not to be construed as a rule interpretation). Judgment calls during a game or any action of disciplinary nature taken by an umpire will be supported by the Athletic Supervisor.
20. **Conduct:** All players, coaches, managers, spectators and staff are expected to display good sportsmanship and conduct at all times. Examples of unsportsmanlike conduct include, but not limited to:
 - a) Use of profane language directed towards any staff member, official, player and/or spectator
 - b) Arguing, bickering, heckling or excessive display of emotion towards an umpire or staff;
 - c) Making unnecessary gestures toward game participants, umpires or spectators;
 - d) Throwing equipment; resorting to unnecessary roughness on the playing field.
 - e) Full backing and crash plays, which also results in the runner's ejection from the game.**Penalty:** Depending on the severity, staff has the right to issue a warning or ejection from the game.
21. **Salina Parks & Recreation Disciplinary Procedures:** Coach, Player or Spectator
 - a) **Offensive Out:** An umpire may impose an offensive out to a team for misconduct, arguing, vulgar language or any unsportsmanlike act. Once the offensive out has been issued, the current batter or next batter, depending on when the offensive out was issued, is out. The offensive out is a team penalty and affects the next batter or current batter in the batter's box. That batter is out and cannot bat again until their next turn in the batting line-up occurs. Teams will need to self-regulate their behavior or the offensive out will be used. If the offensive out is issued to the defensive team, the first batter up the next time the defensive team bats, is out. The offensive out counts toward the three outs to end a half inning.
 - b) **Ejections:** Depending on the severity, staff or the umpire have the right to issue a warning or ejection.
 - 1) Once a coach, adult player or spectator has been ejected from the game, he or she has 2 minutes to leave the facility (sight and sound) or the police will be called. Failure to comply will result in the game being declared a forfeit.
 - 2) Once a youth player has been ejected from the game, he or she shall be restricted to the dugout with coach supervision or released to a parent/guardian.
 - c) **1st Ejection:** Results in a one (1) week suspension from the date of the incident from playing or coaching any SPRD sponsored team, league or tournament in which the individual is a member (adult and/youth). The suspension can carry over into the 1st week of the following playing session/season.
 - d) **2nd Ejection:** Results in a two (2) week suspension from the date of the incident from playing or coaching any SPRD sponsored team, league or tournament in which the individual is a member (adult and/or youth). In addition, the individual may not spectate at such facility/event during the suspension. The suspension can carry over into the first two weeks of the following playing session/season. The individual will be required to meet with SPRD disciplinary review committee prior to reinstatement.
 - e) **3rd Ejection:** Results in a one (1) year suspension from the date of the incident from playing or coaching any SPRD sponsored team, league, tournament and/or event (adult and/or youth). In addition, the individual may not spectate at such facility/event during the suspension. The individual will be required to meet a SPRD disciplinary review committee prior to reinstatement.
 - f) Depending on the severity of the offense(s), individuals may be subject to additional sanctions and/or permanently banned from any and all Recreation Department activities.

22. **Law Violations:** Violations of any law (battery, assaulting an umpire or SP&R representative, possession of illegal substances including consumption of alcohol by minors, disorderly conduct, damage to property, etc.) by players, coaches, managers, or spectators during practices, league games and/or tournaments will result in immediate removal from the facility and will be prosecuted to the fullest extent through all legal channels.
23. **Alcoholic Beverages:** Consumption of alcohol or intoxicating drugs during participation in Salina Parks & Recreation sponsored events is prohibited by team members (coaches, managers, and players). The offending player(s) will be asked to leave the facility. Alcoholic beverages are prohibited in the following areas: playing field, dugouts, spectating seating areas, shelters, sidewalks, grassy areas between fields, etc. The umpire or supervisor in charge will eject any player/spectator violating this rule. Glass containers are prohibited. Teams are encouraged to help pick up their area before leaving the facility.
24. **Inclement Weather:** Any games postponed or canceled due to inclement weather will be announced on the Rainout Line at 309-5767 **and/or receive text/e-mail by subscribing to RecZone at www.salina-ks.gov.**
25. **League Tie-Breaker Procedure:** The procedure for teams who are tied in league/division is as follows:
- League/Division win/loss record
 - Head to head games
 - Non-division win/loss record
 - Runs given up in head to head games
 - Runs scored in head to head games
 - Coin Flip

LEAGUE SPECIFIC RULES

26. Middle League:

- Homeruns:** Four (4) homerun limit, every additional homerun will be an out!
- One-Up Homerun Rule:** Once both teams have reached their respective 4 home run limit, either team may hit an additional home run; however, no team may ever go more than one (1) home run up on the other team. Any additional homeruns above the “one up” will be declared an out. The home team cannot go “one up” in the bottom of the seventh or any subsequent innings. If the umpire has declared an inning to be the last due to the time limit, the HOME team cannot go “one up”.
- Men’s True Middle Rule Only:** Hitting up the middle within the designated protection zone will not be permitted. Any hard hit line drive or hard hit ground ball (umpires judgment) hit within this zone results in a:
 - 1st Player Infraction: Dead ball out with runner(s) returning to their respective base(s).
 - 2nd Infraction in the Same Game by the Same Player: Dead ball out with runner(s) returning to their respective base(s) plus player ejected from the game.

The designated protection zone consists of a stationary area located within the chalk lines on both sides of the pitching rubber up to 1 foot above the pitchers head. The designated protection zone does not follow the pitcher once he/she leaves the area.

27. **Mix/Inter-League Play:** During inter-league play or if a lower league team plays a middle league team, the following rules will be used, unless otherwise noted on the schedule: (1) homerun limit with 1 Up Homerun Rule; maximum ten runs per inning; the higher league team will spot the lower league team 5 runs per classification. If only enough teams are signed up for one league, mix league will be designated.
28. **Lower League:**
- Homeruns:** One (1) homerun limit (No One-Up Rule), every additional homerun an inning ending out!
 - Run Cap:** All Lower Leagues will play 3 outs or a maximum of ten (10) runs per inning.
29. **All Leagues:** Hitter only needs to run to 1st base after a home run. Runners need only advance one base.

COED SOFTBALL RULES

Coed Softball Leagues will be played under ASA and the previous Men's & Women's Softball League Rules mentioned above with the following additions and exceptions:

30. **Team:** A team consists of five (5) men and five (5) women, unless using the Extra Player then you can play 6 men and 6 women. A game may be started with seven (7) players; however, at least one-half of the team on the field **MUST** be women (i.e., 7 players/at least 4 women). Teams may play with 5 men/4 women in the field, however, an automatic out will be assessed between the two men batting in a row.
31. **Fielding Positions:** Defensive positioning shall include 2 males & 2 females in the outfield, 2 males & 2 females in the infield, and 1 male & 1 female as the pitcher-catcher. All outfielders must remain behind the 175 foot defensive restriction line (if available) or in the grass at an equal distance (proportionately) until the ball has left the pitchers hand. Example: if men are two feet off of the grass the women have to be same distance all the way around. In addition, all infielders must remain on the infield dirt until the release of the pitch. Result of these judgment infractions will be a no pitch.
32. **Batting:** The leadoff batter may be of either sex; however, the following batters must be of alternate sex throughout the remaining batting order. Any walk to a male batter results in that batter being award 2nd base. In addition, the next female batter has to hit with less than two outs. With two outs, the female batter has her choice of walking or hitting, up until the time she steps into the batter box.
33. **Substitutions:** A female may substitute for a male or female, but a male may not substitute for a female.
34. **Balls:** The optic colored 11" ASA stamped .44 COR, 375lbs compression softball will be used when a female is batting. The 12" optic colored 12" ASA stamped **.52 COR, 300lbs** compression softball will be used when a male is batting. Both balls must be optic cover colored and not on the ASA Non-Approved Ball List. The list is located at www.eteamz.com/kansasasa1/ or www.salina-ks.gov (Subject to change at any time!)

MEN'S FASTPITCH RULES

Men's Fast pitch Softball Leagues will be played under ASA and the previous Men's & Women's Softball League Rules mentioned above with the following additions and exceptions:

35. **Shoes:** No metal spikes or cleats (Exception: The pitcher may use metal spikes, but other legal shoes must be worn for batting).
36. **Helmets:** Helmets for batters and runners are mandatory.
37. **Run Rule:** 15 after 3 innings, 12 after 4 innings, 7 after 5 innings.
38. **Balls:** Must use 12" ASA optic colored softballs, COR .47 or less, 375 lb Compression.

45+ SLOWPITCH SOFTBALL RULES

45+ Slow-pitch Softball Leagues will be played under ASA and the previous Men's & Women's Softball League Rules mentioned above with the following additions and exceptions:

39. **Player Eligibility:** All ages 45 will be eligible for playing in the 45+ League. All participants **MUST** be 45 years old by December 31st of current year (it is possible to have some 44 year olds in the league).
40. **League Format:** This will be a 6 week, late spring/early summer league in the months of May and June.
41. **Lineups:** A lineup must be presented to the scorekeeper at least (5) FIVE MINUTES before game time with the players ages and team average age. All members on the roster will be allowed to hit. However, the same batting order must be retained throughout the game as field positions change.
42. **Equalizer (Spotting Runs):** Every team will figure their "average age" at the beginning of the game. This "average age" will be used to compute how many runs will have to be spotted to the other team. One run will be spotted per every additional year older average. Example: Team A has an average age of (54) and Team B has an average age of (59). Team A will spot Team B 5 runs before the start of the game.
43. **Rosters:** Players may be added and dropped through the Recreation Office by the 3rd game.
44. **Minimum Playing Time:** All participants listed in the line-up must play a minimum, 2 innings, in every game.
45. **Courtesy Runners:** Before the game begins, managers may designate a team player to run to first base for players unable to run. Runners will start from a marked starting position designated by the Salina Parks & Recreation.
 - a) **Restrictions:** Courtesy running is allowed each inning, except the same courtesy runner may not run twice in the same inning or will be declared out. If a courtesy runner is still on base when it is his turn to bat, he will be declared out. The player will then take his place in the lineup if there are not 3 outs.
46. **Game Length:** Innings will be 3 outs, or ten (10) runs per inning. No new inning shall start after 55 minutes or 7 innings from the recorded starting time unless the teams are tied. If tied, the game shall continue until a winner is declared.
47. **Batting Count:** Seniors will step in the box with a 0 ball & 0 strike count; no extra foul ball.
48. **Tied Games:** If the game is still tied after the 7th inning, the international rule will be in effect: The player who made the final out in the previous inning will start the inning as a base runner at second base.
49. **Sliding or Diving:** Is not permissible into first base. The batter/runner will be called out. However, players may slide or dive into second, third, or home or when returning to any base. If you cannot slide, please be considerate and avoid contact or obstruction of play when ever possible.
50. **Fielding Positions:** All outfielders must remain behind the 175 foot defensive restriction line (if available) or in the grass and at an equal distance (proportionately) until the ball has left the pitchers hand. Result of this judgment infraction will be a no pitch.
51. **Playing Field:** The playing field will be a regular softball playing field. Whenever possible, a temporary fence will be set up at 250'. All league players playing in the last game of the night will be expected to help assist the nightly supervisor to put the fence away.